

FIG. 1A

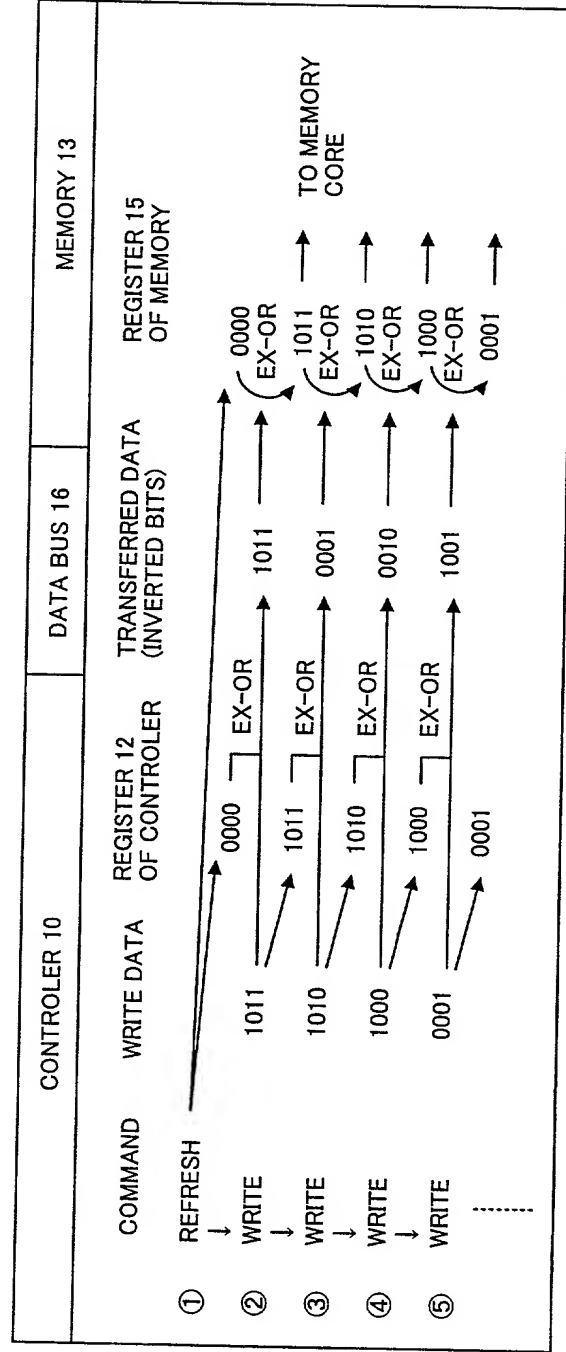


FIG. 1B

FIG. 2

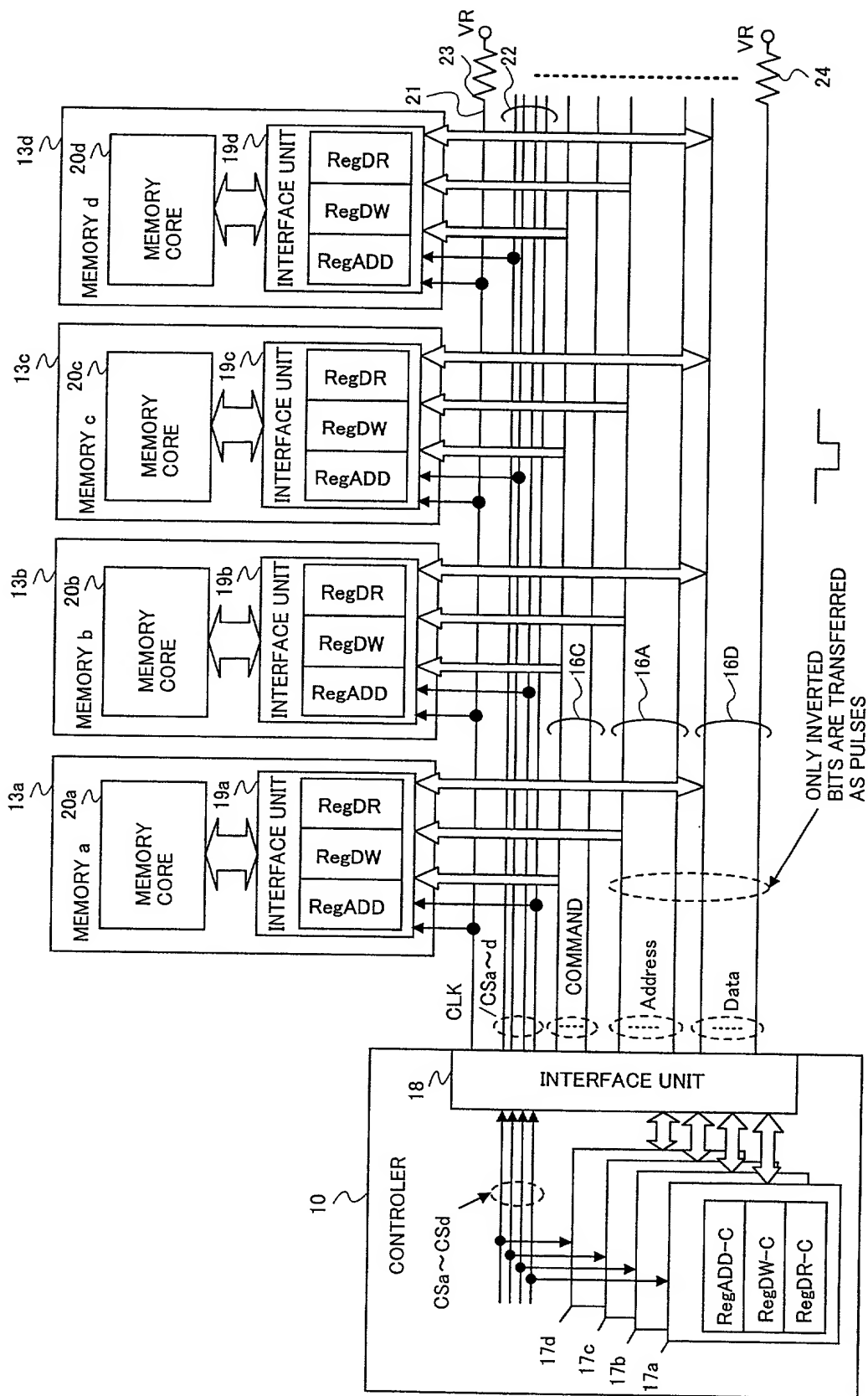
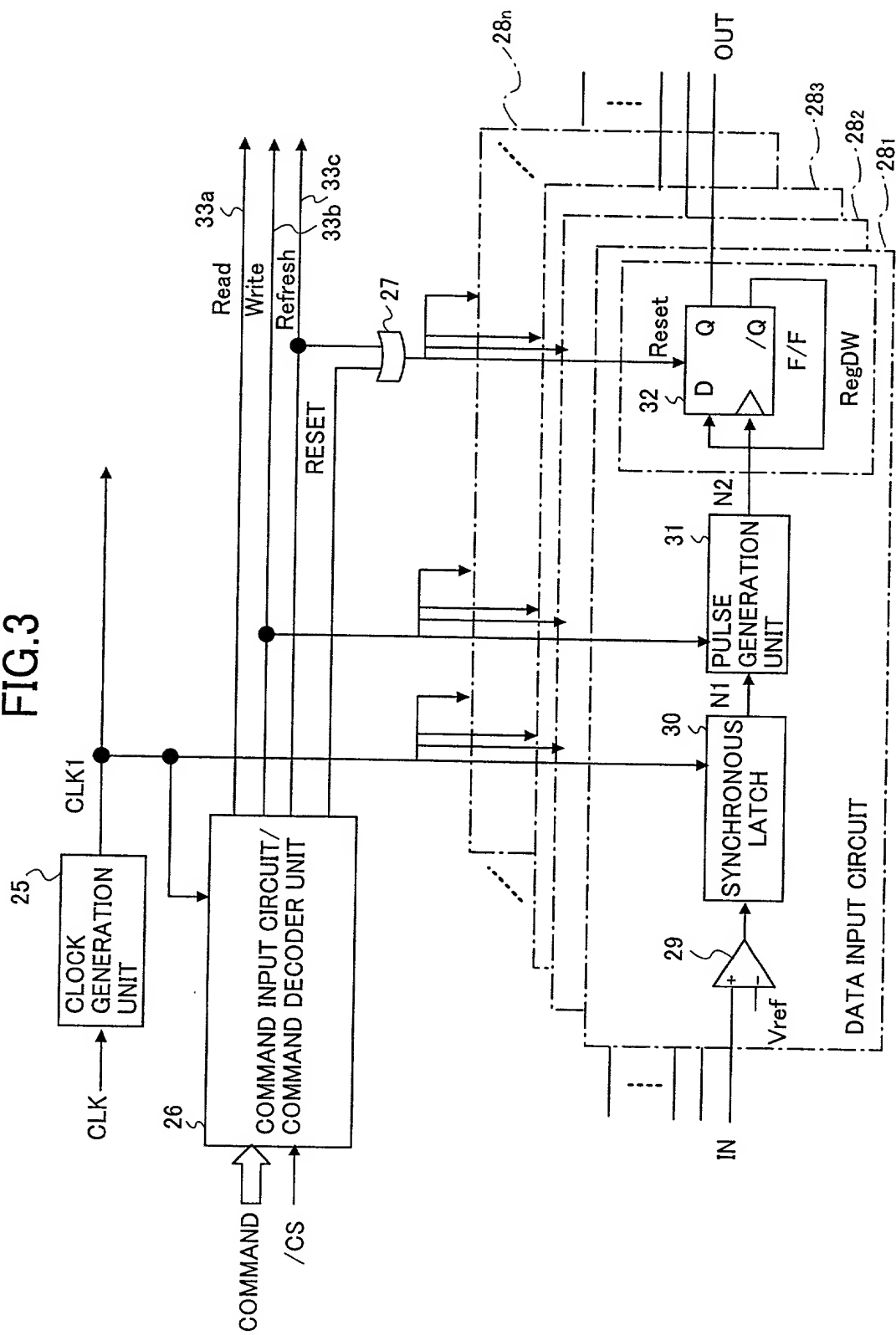


FIG.3



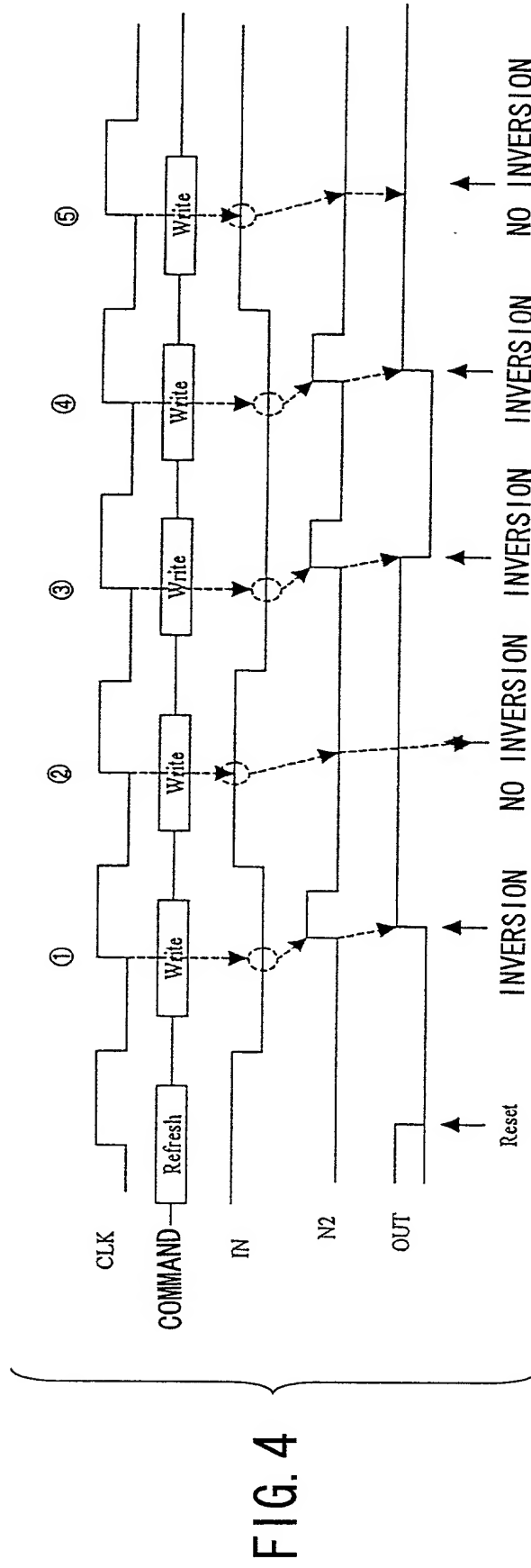


FIG. 5

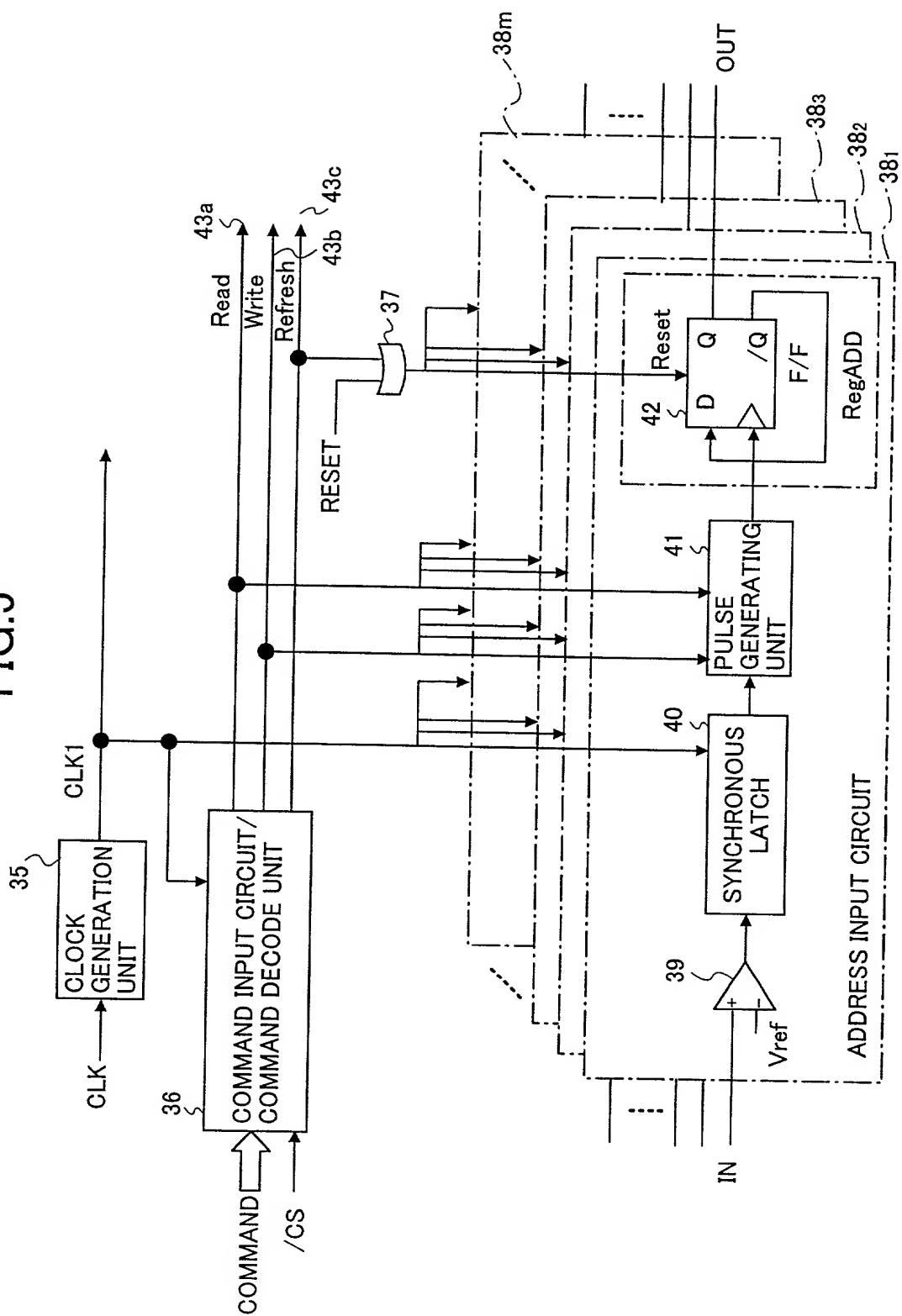


FIG. 6

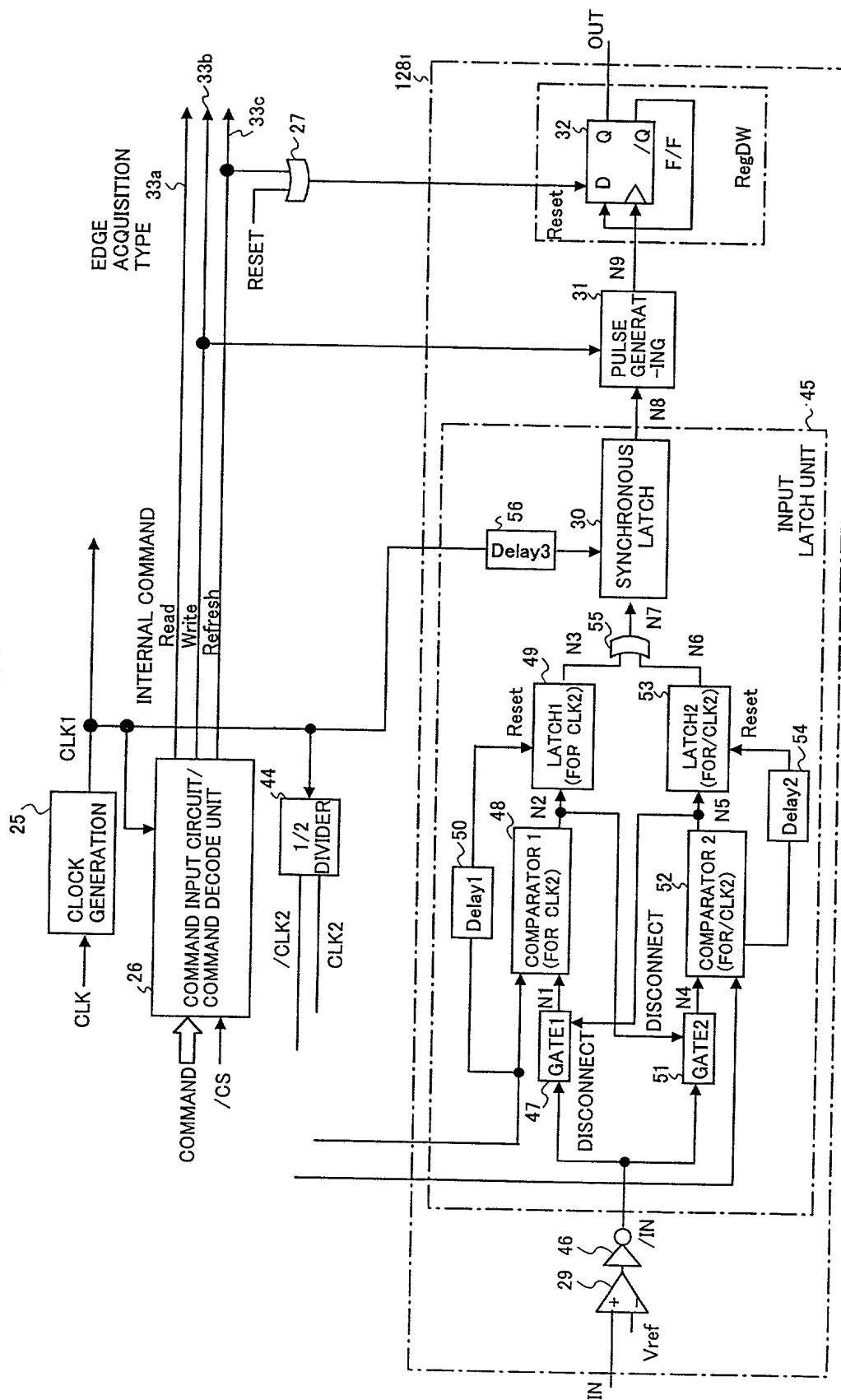


FIG.7

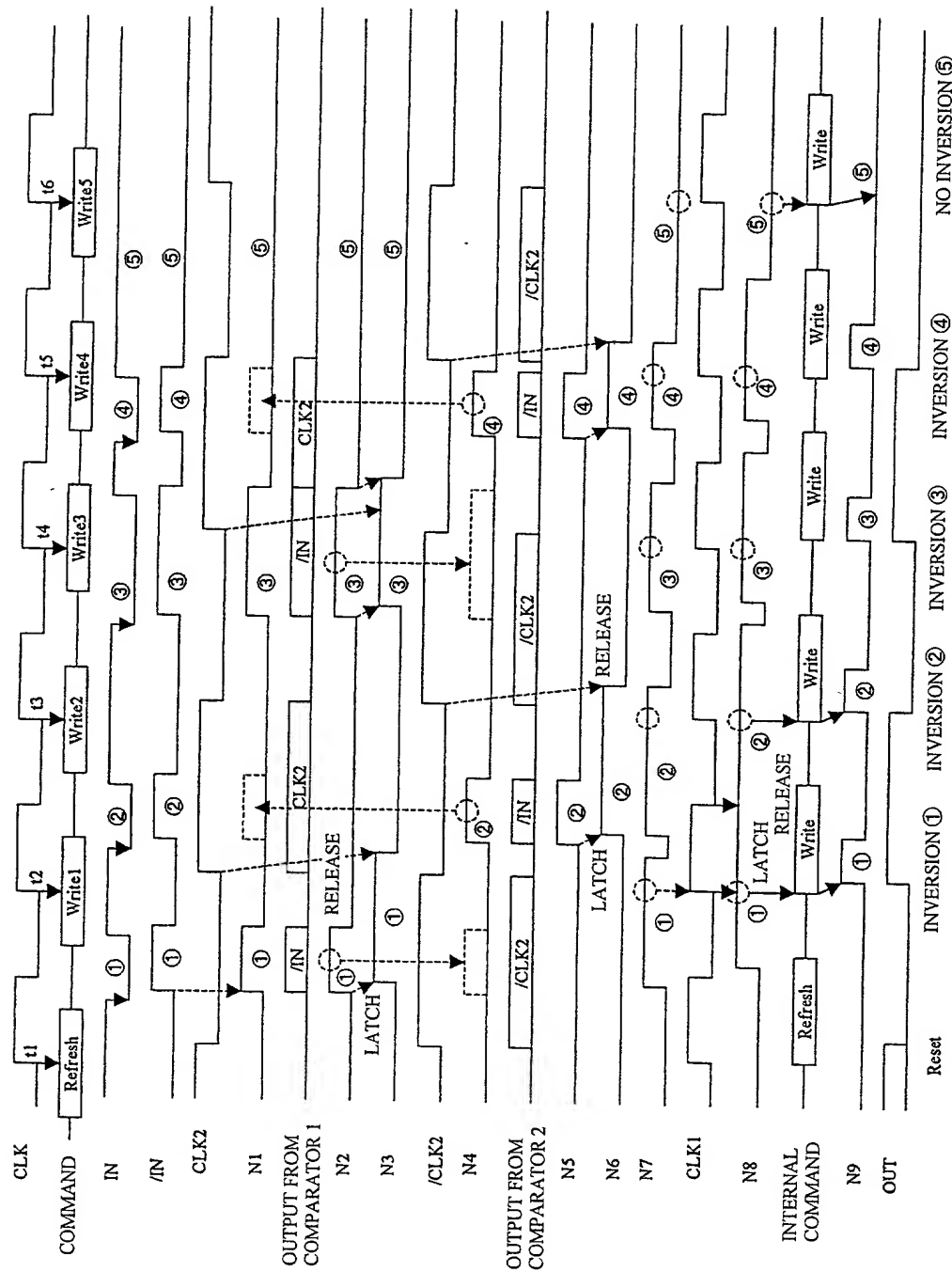
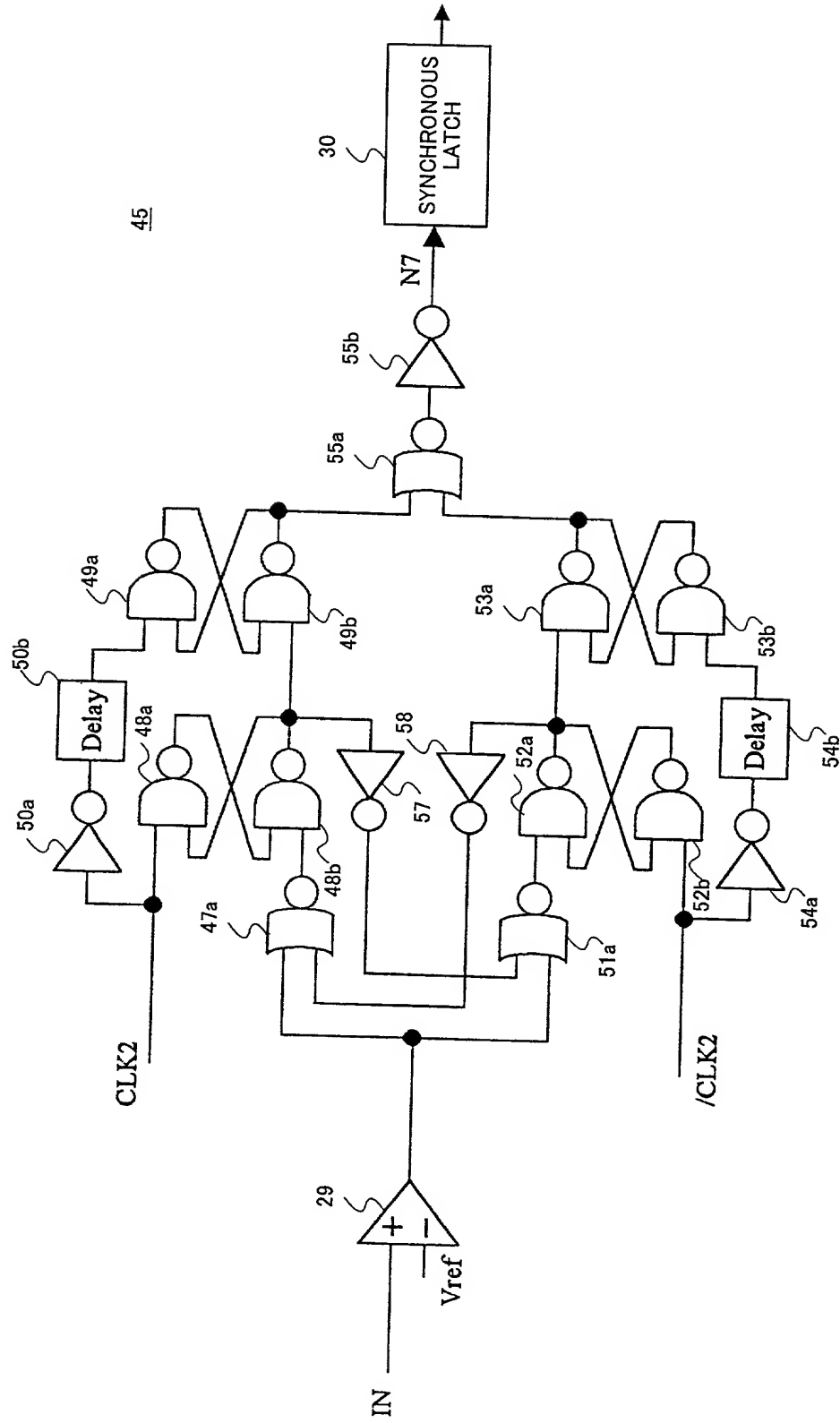
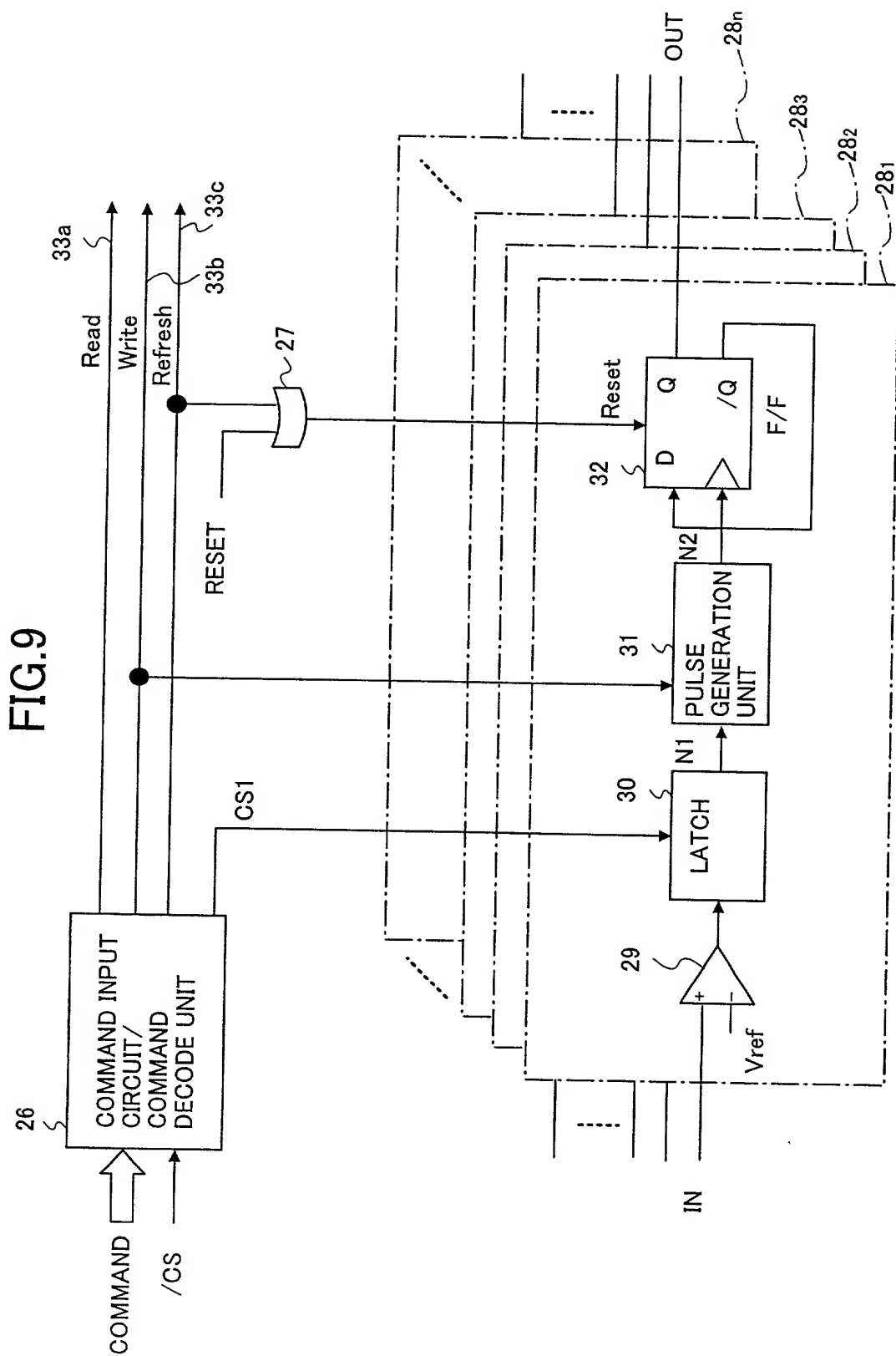


FIG. 8





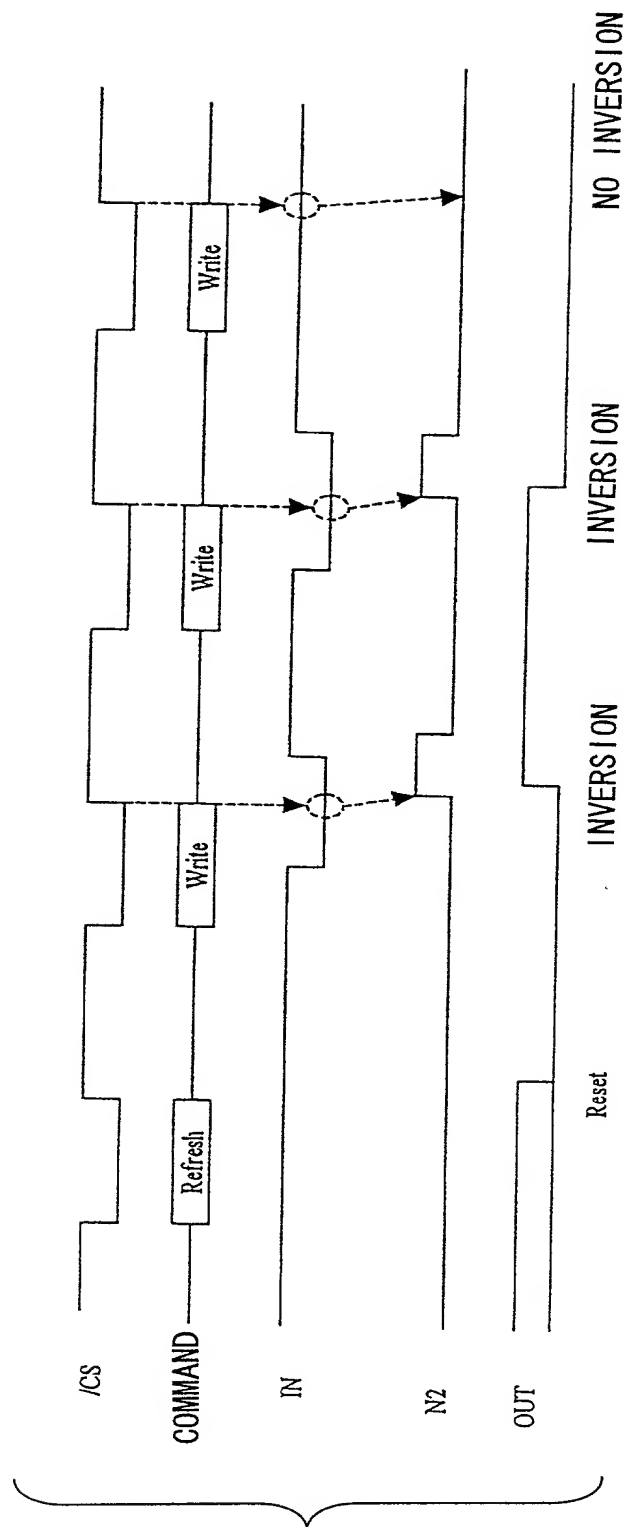
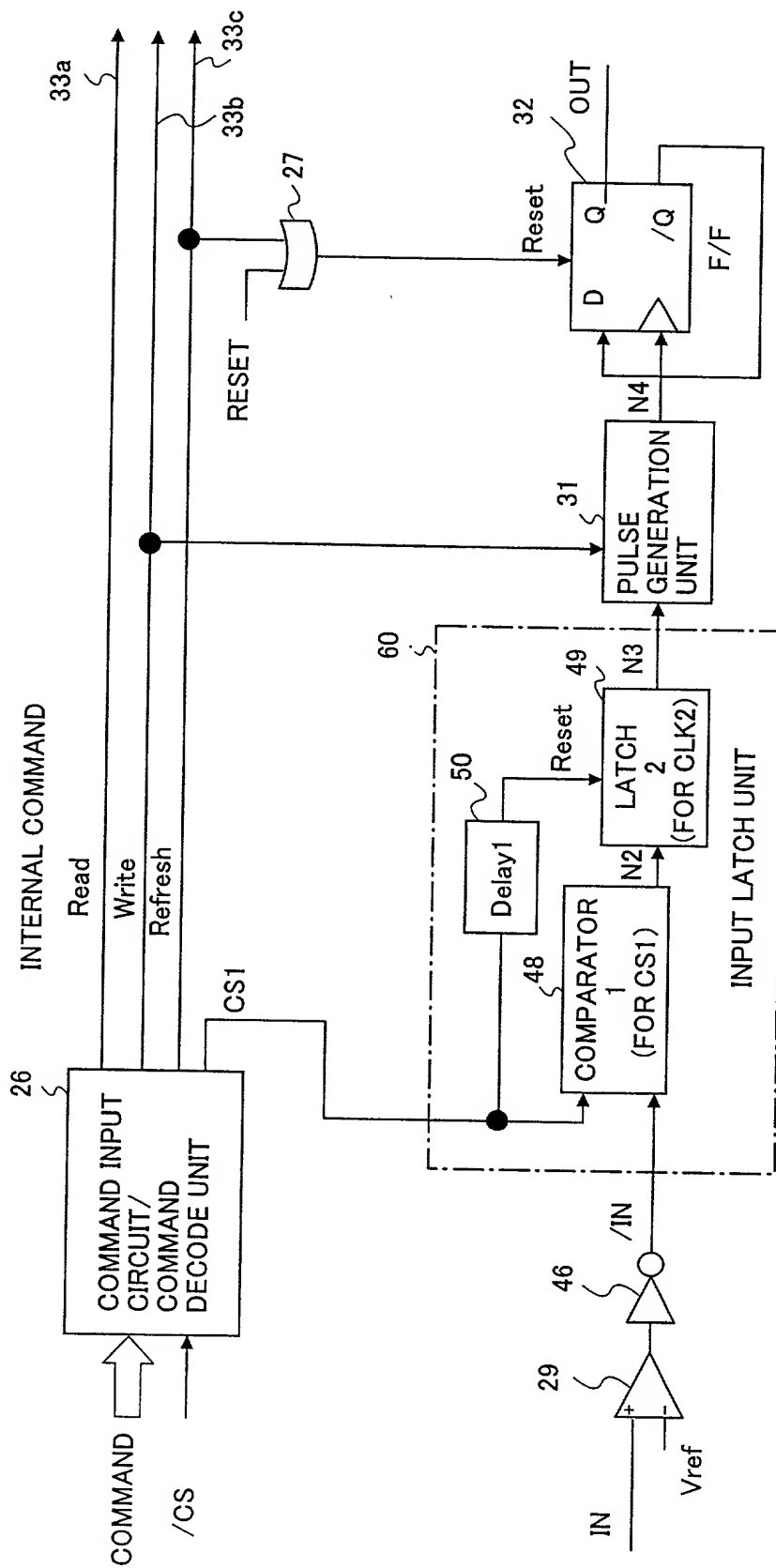


FIG. 11



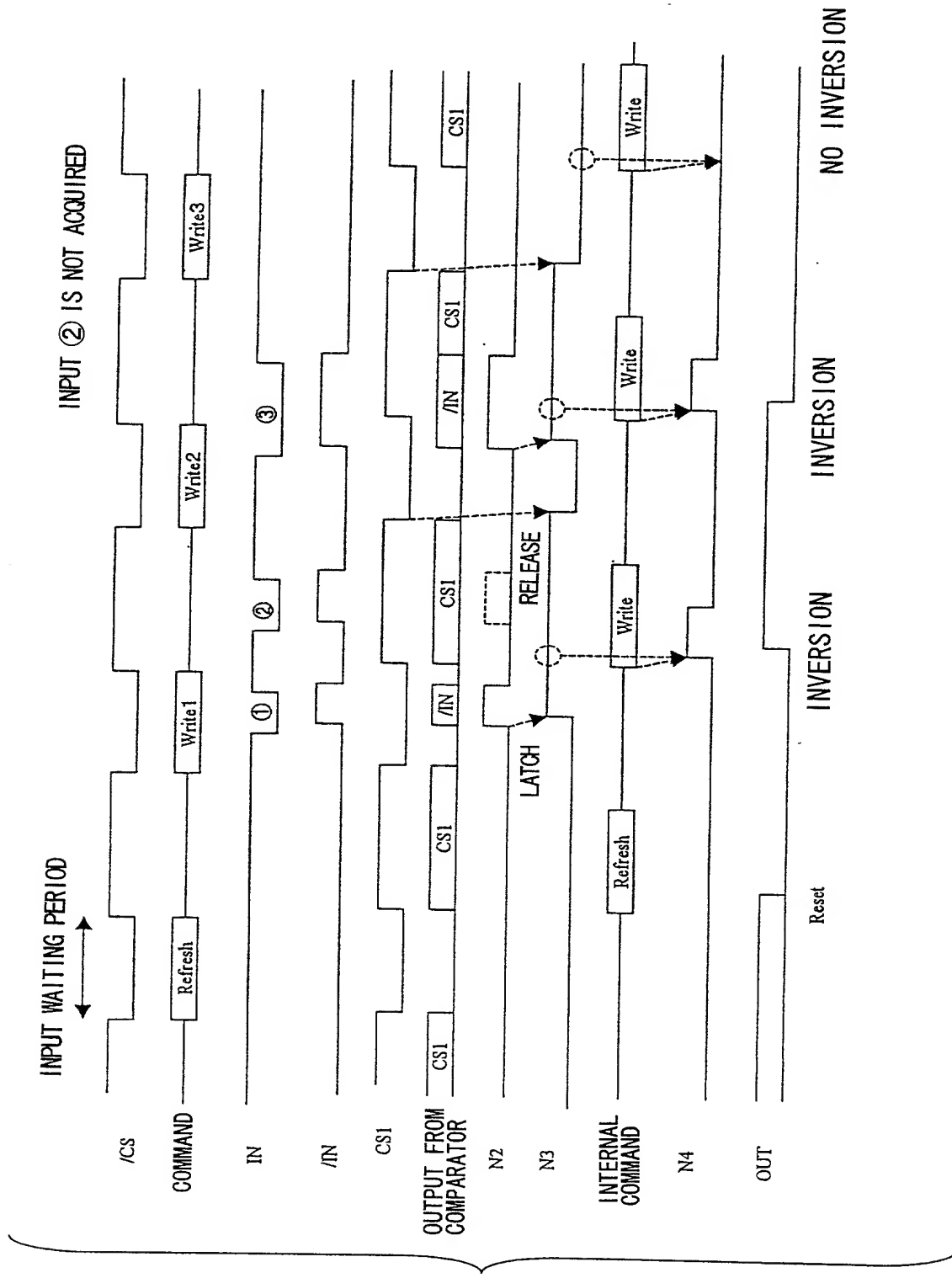


FIG. 12

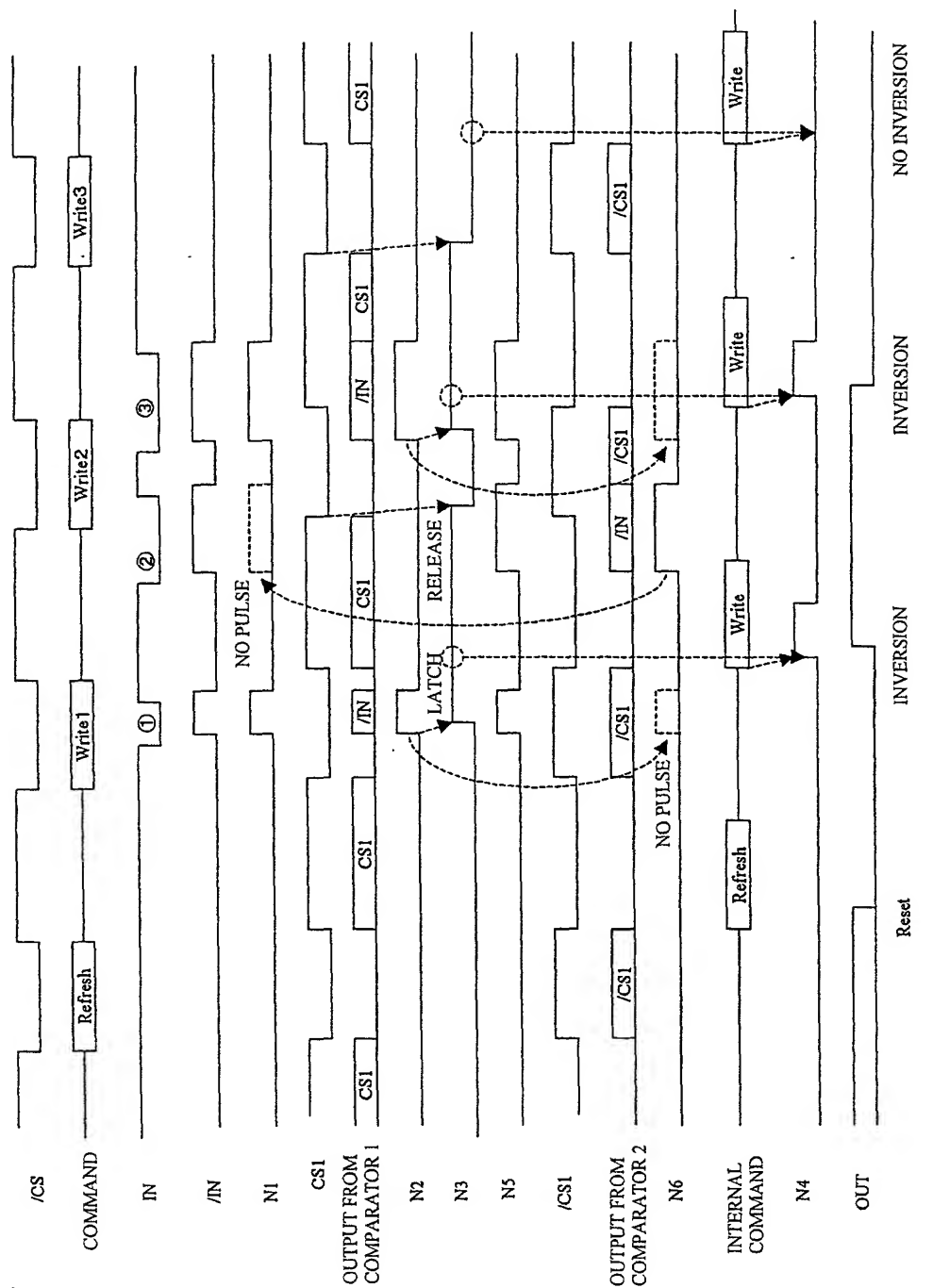
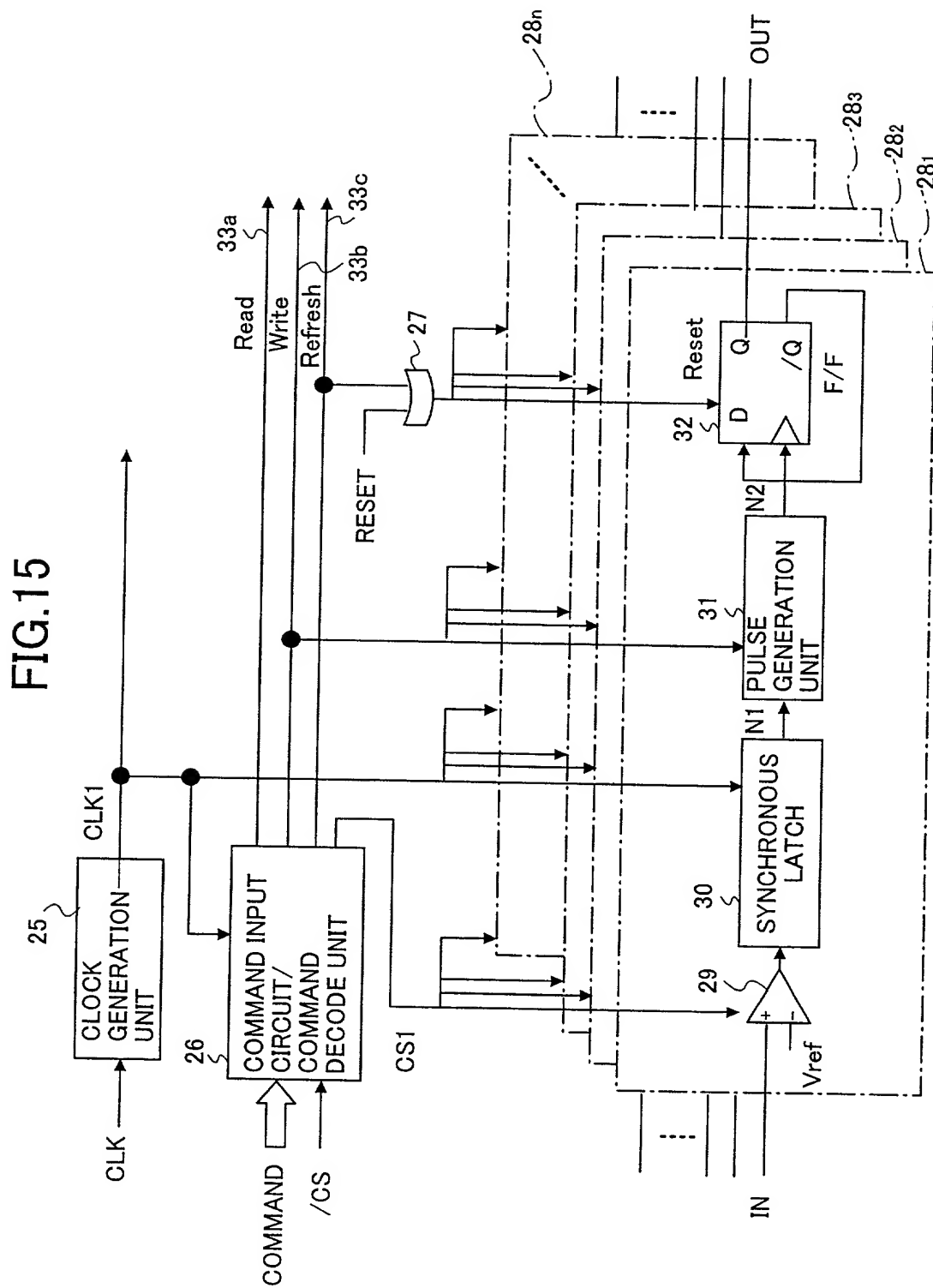


FIG. 14



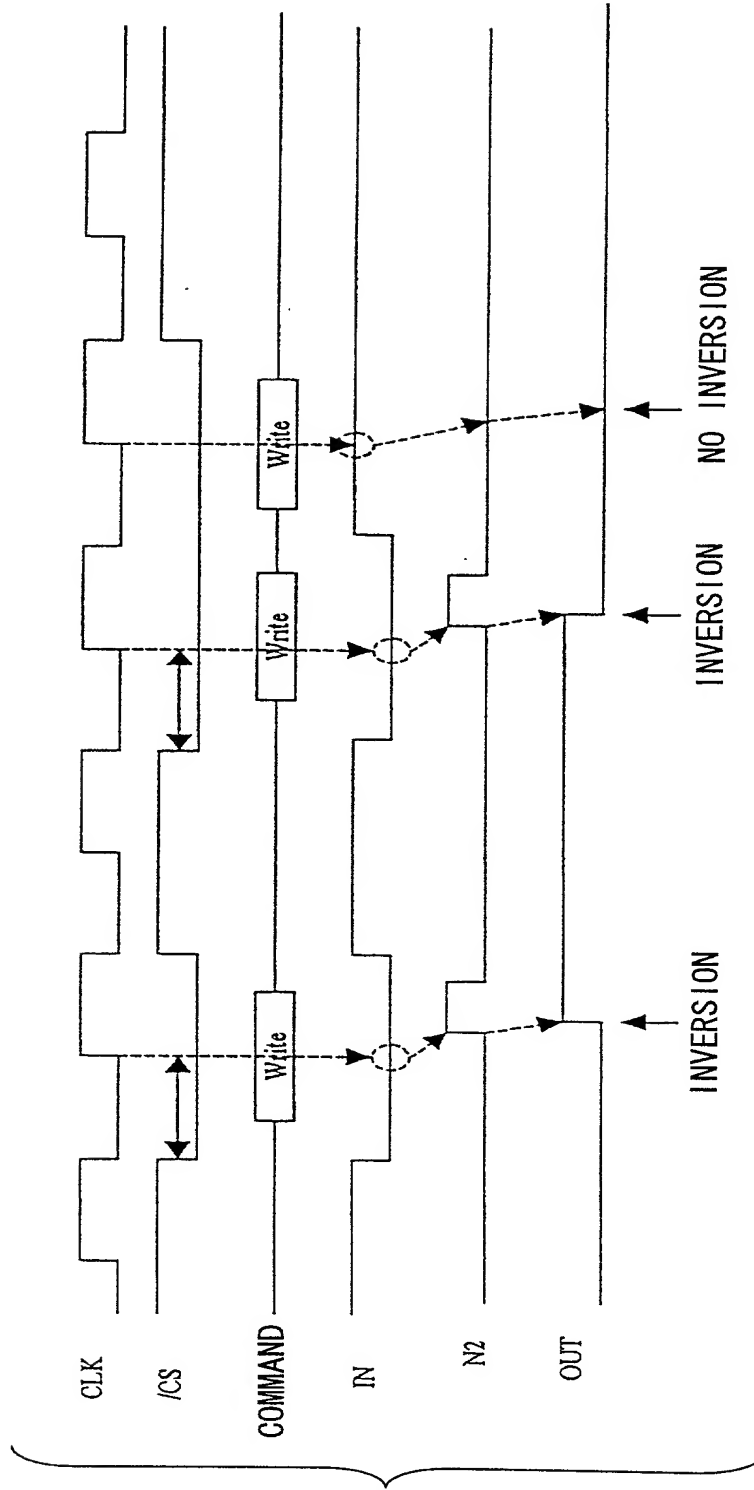


FIG. 16

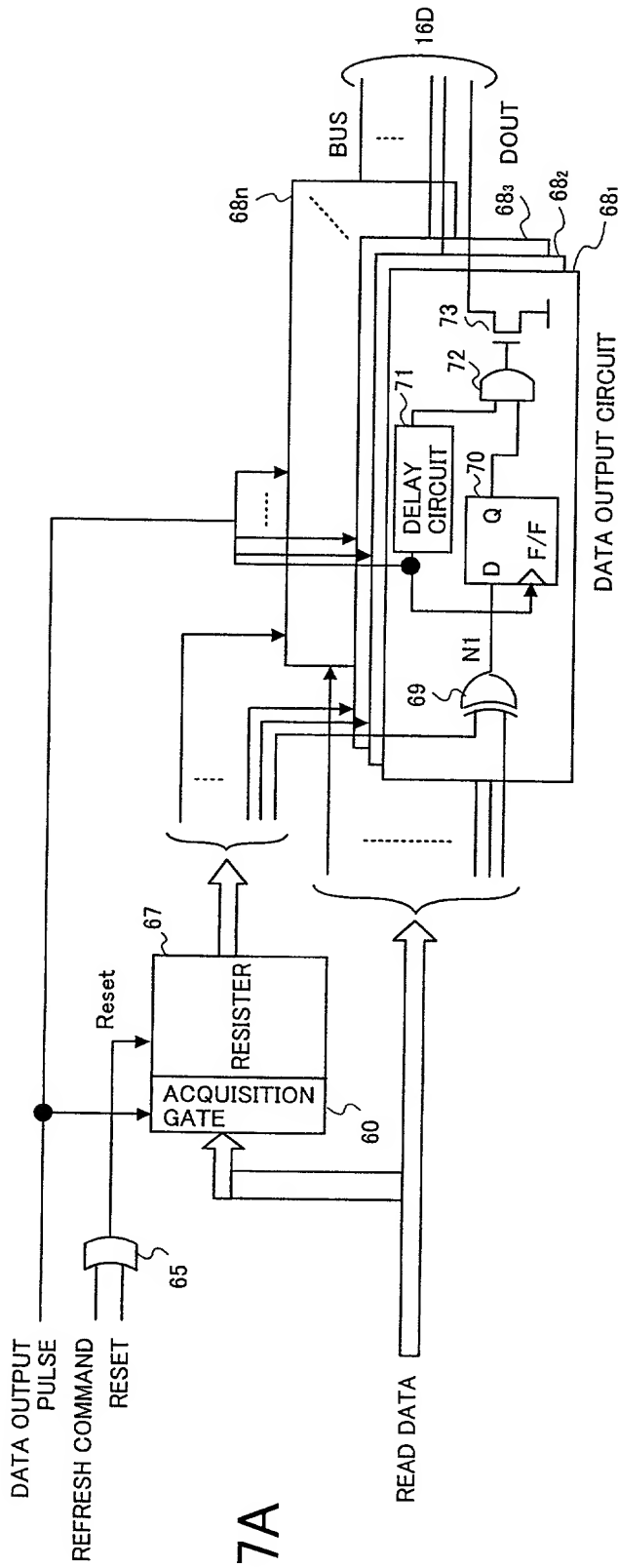


FIG. 17A

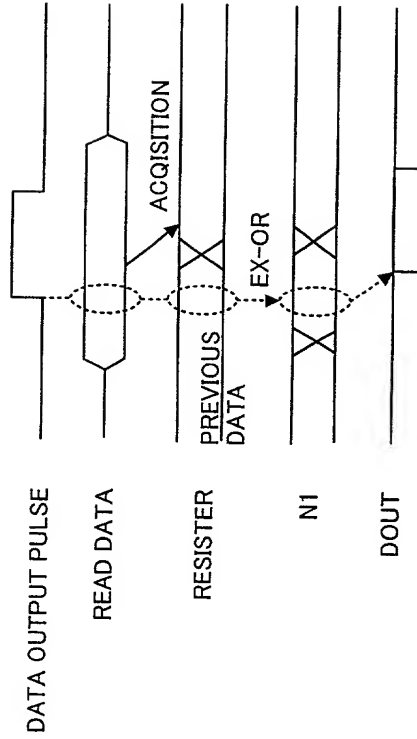


FIG. 17B

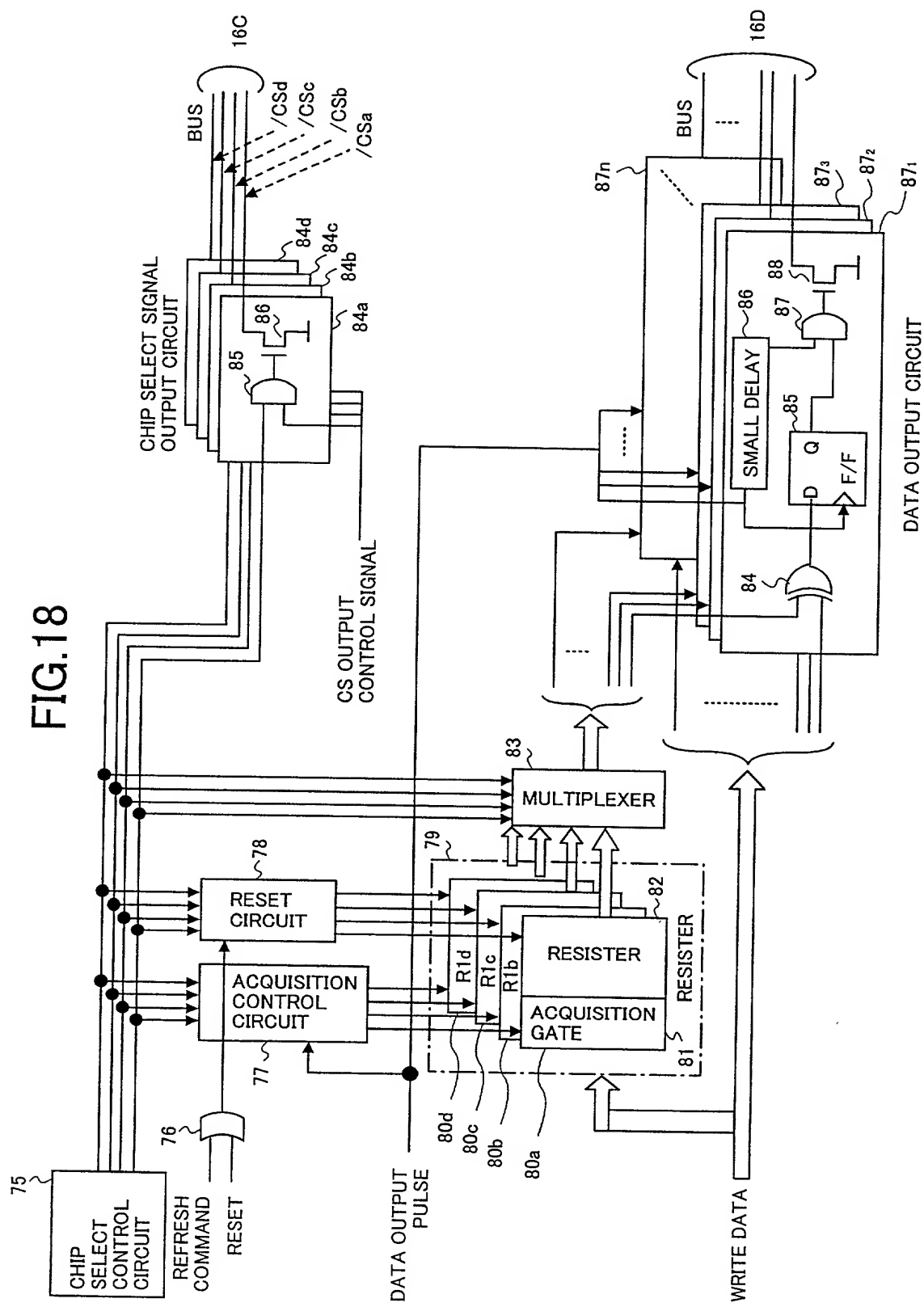


FIG.19

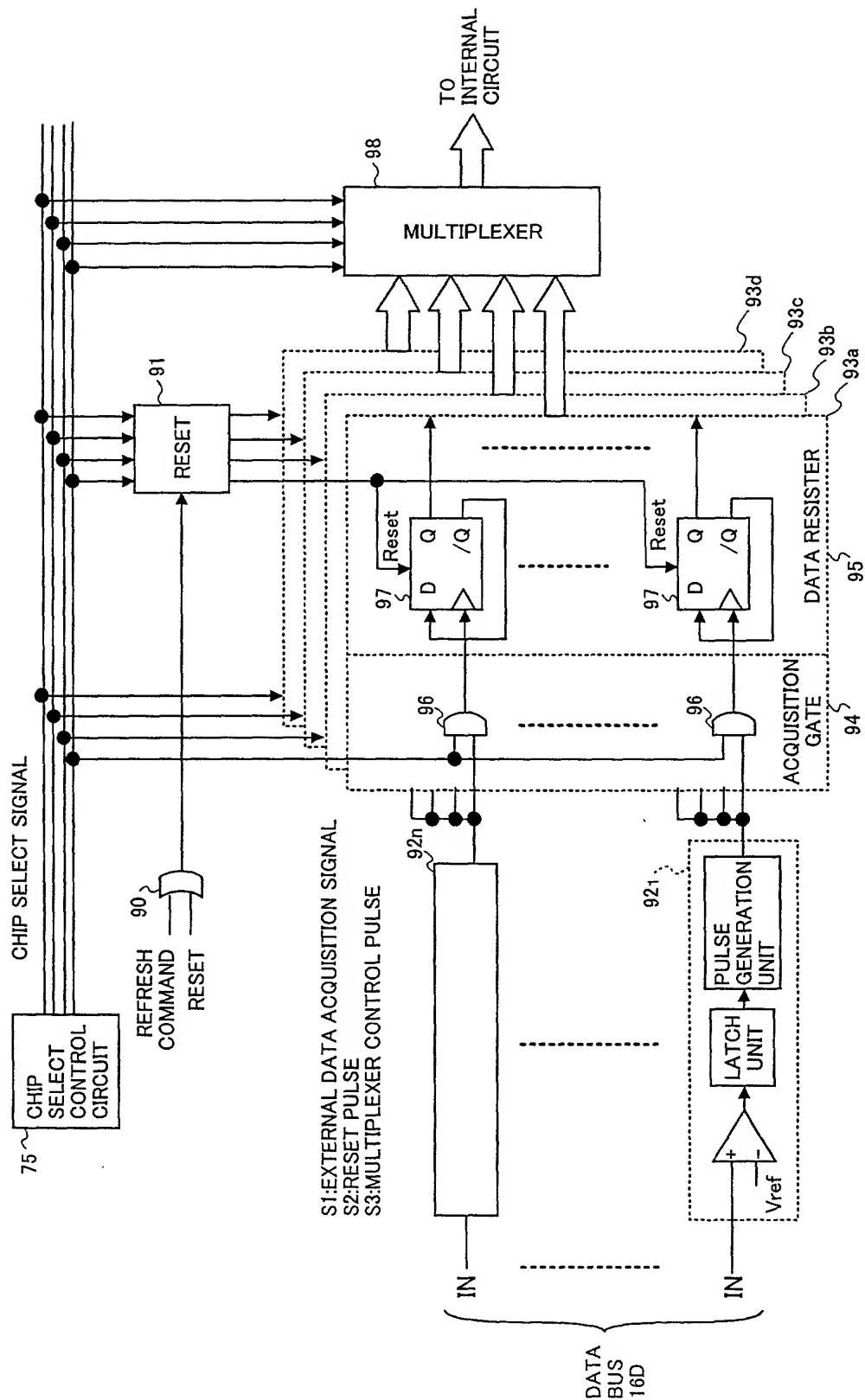


FIG.21

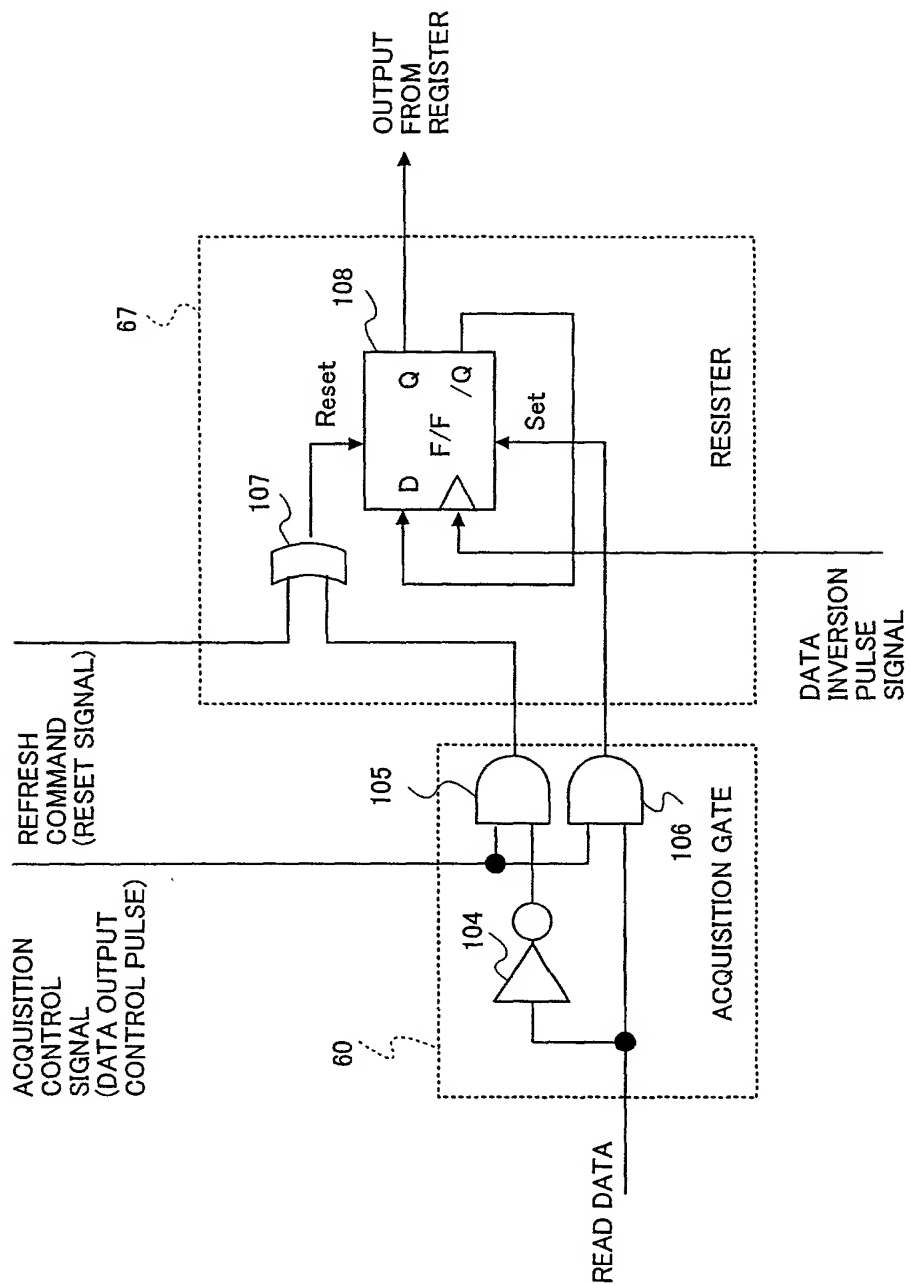


FIG. 22

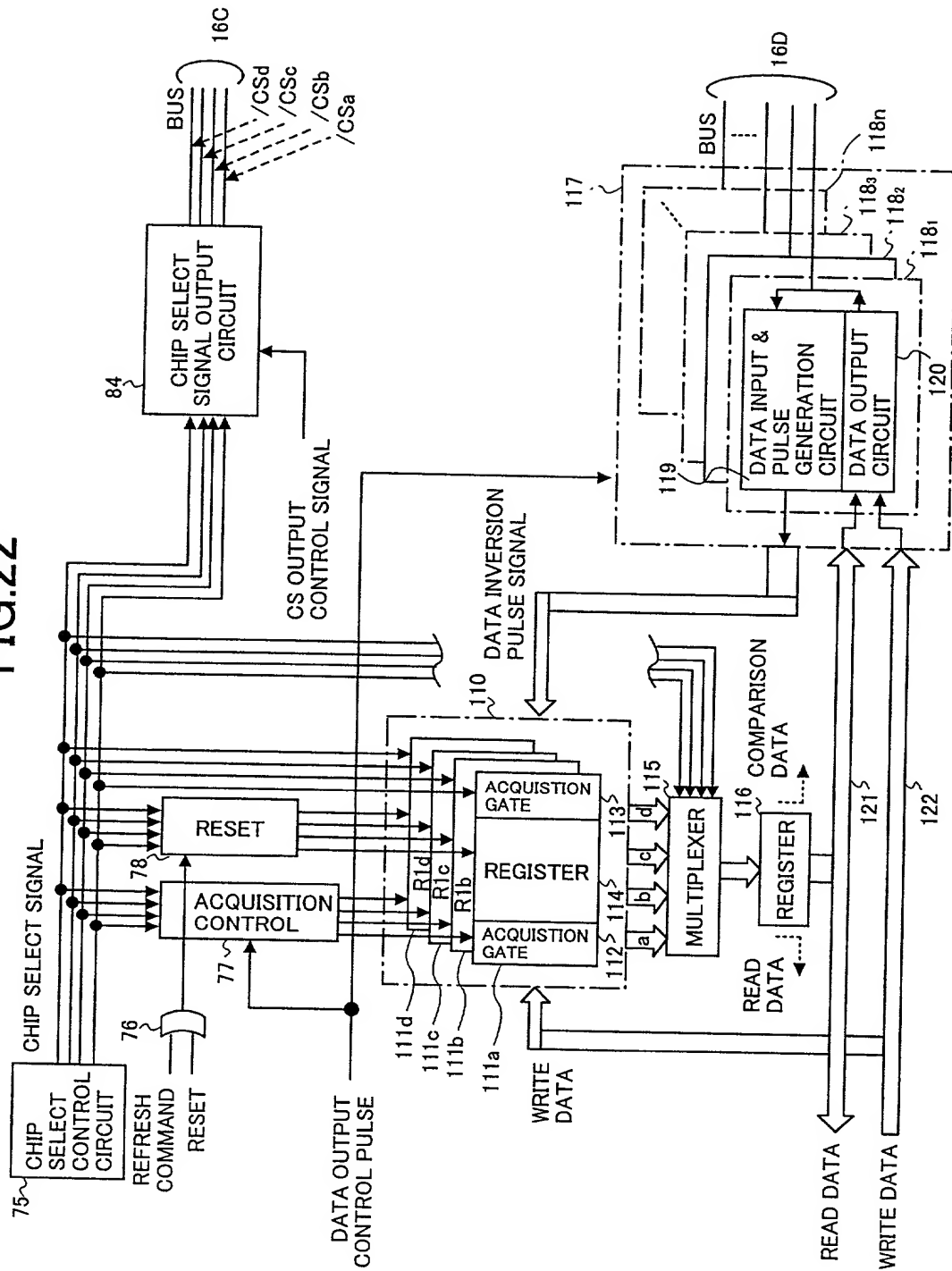
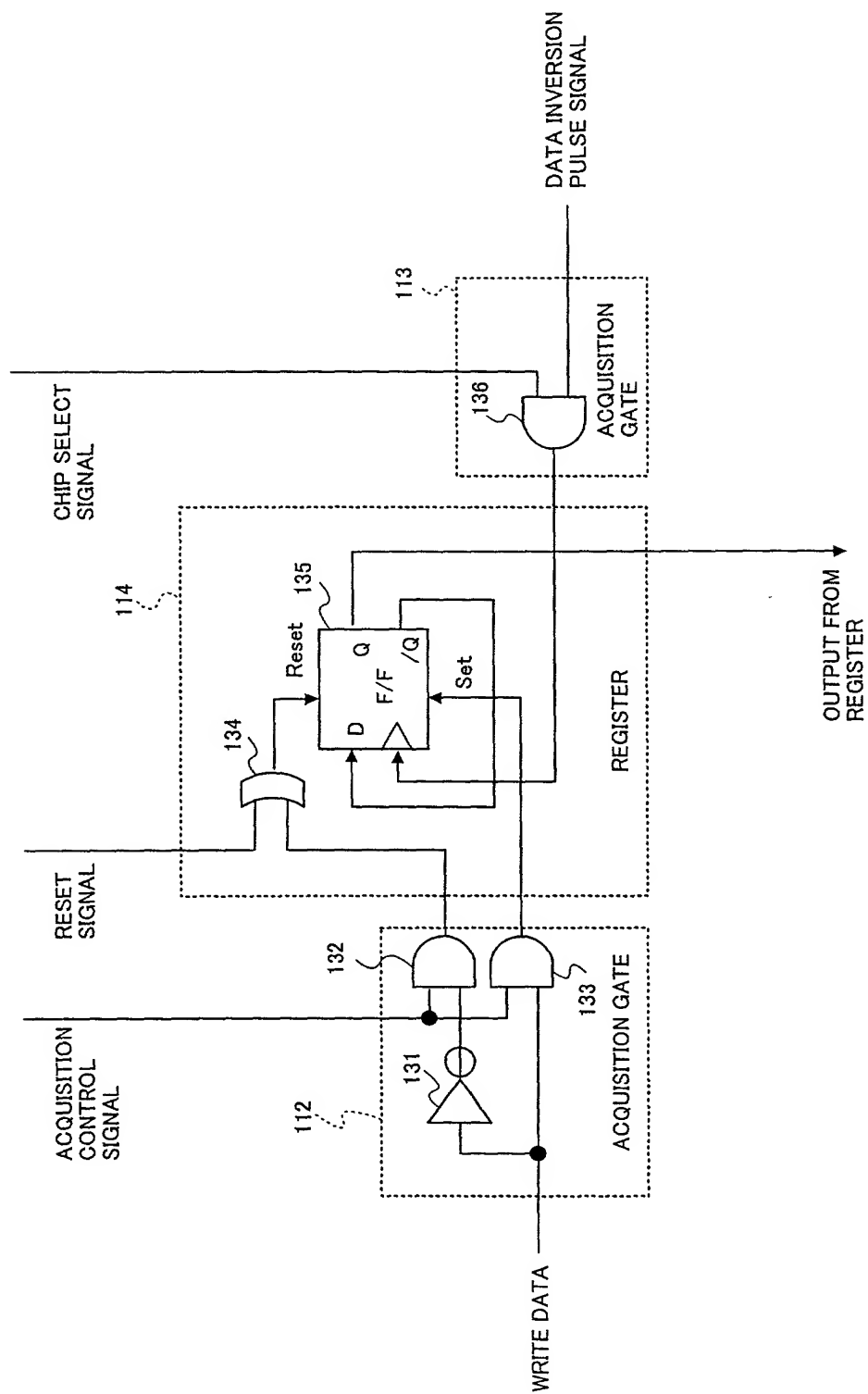


FIG.23



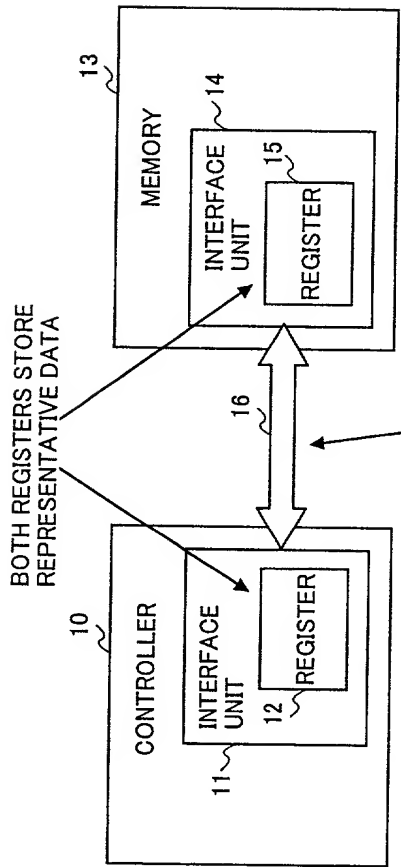


FIG. 24A

DATA TO BE TRANSFERRED (INVERTED BITS ONLY)

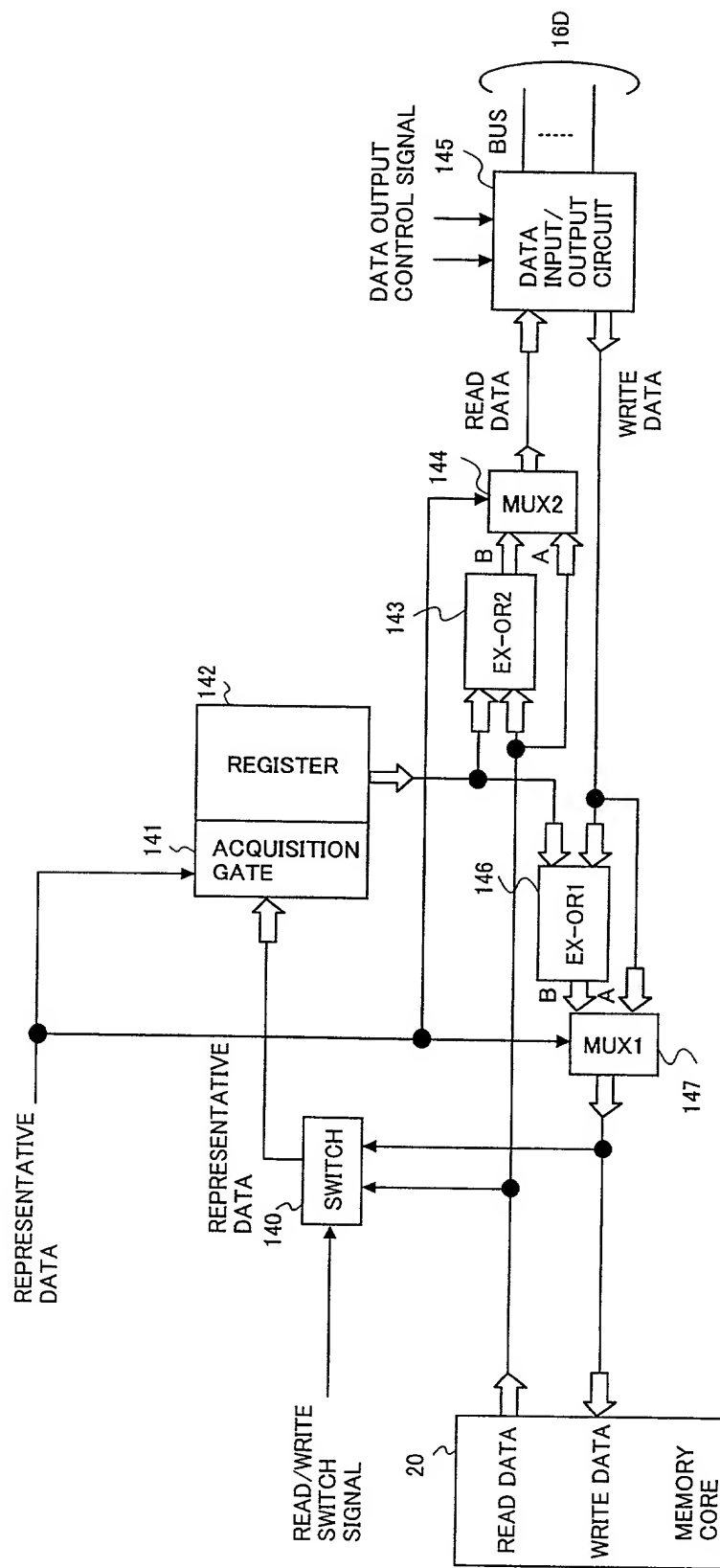
REPRESENTATIVE DATA IS TRANSFERRED FIRST.
THEN SIGNAL INDICATING WHICH BITS ARE TO BE INVERTED IS TRANSFERRED.

FIG. 24B

CONTROLLER 10		DATA BUS 16		MEMORY 13	
COMMAND	WRITE DATA	REGISTER 12 OF CONTROLLER	DATA TRANSFERRED (INVERTED BITS ONLY)	REGISTER 15 OF MEMORY	TO MEMORY CORE
①	WRITE(A) ↓	1011	1011 → 1011(*1)	1011	1011
②	WRITE(B) ↓	1010	1011 EX-OR	1011	1010
③	WRITE(B) ↓	1000	1011 EX-OR	1011	1000
④	WRITE(B) ↓	0001	1011 EX-OR	1011	0001
	⋮				

*1: REPRESENTATIVE DATA IS TRANSFERRED IN RESPONSE TO COMMAND WRITE(A).
*2: INVERTED DATA IS TRANSFERRED IN RESPONSE TO COMMAND WRITE(B).

FIG. 25



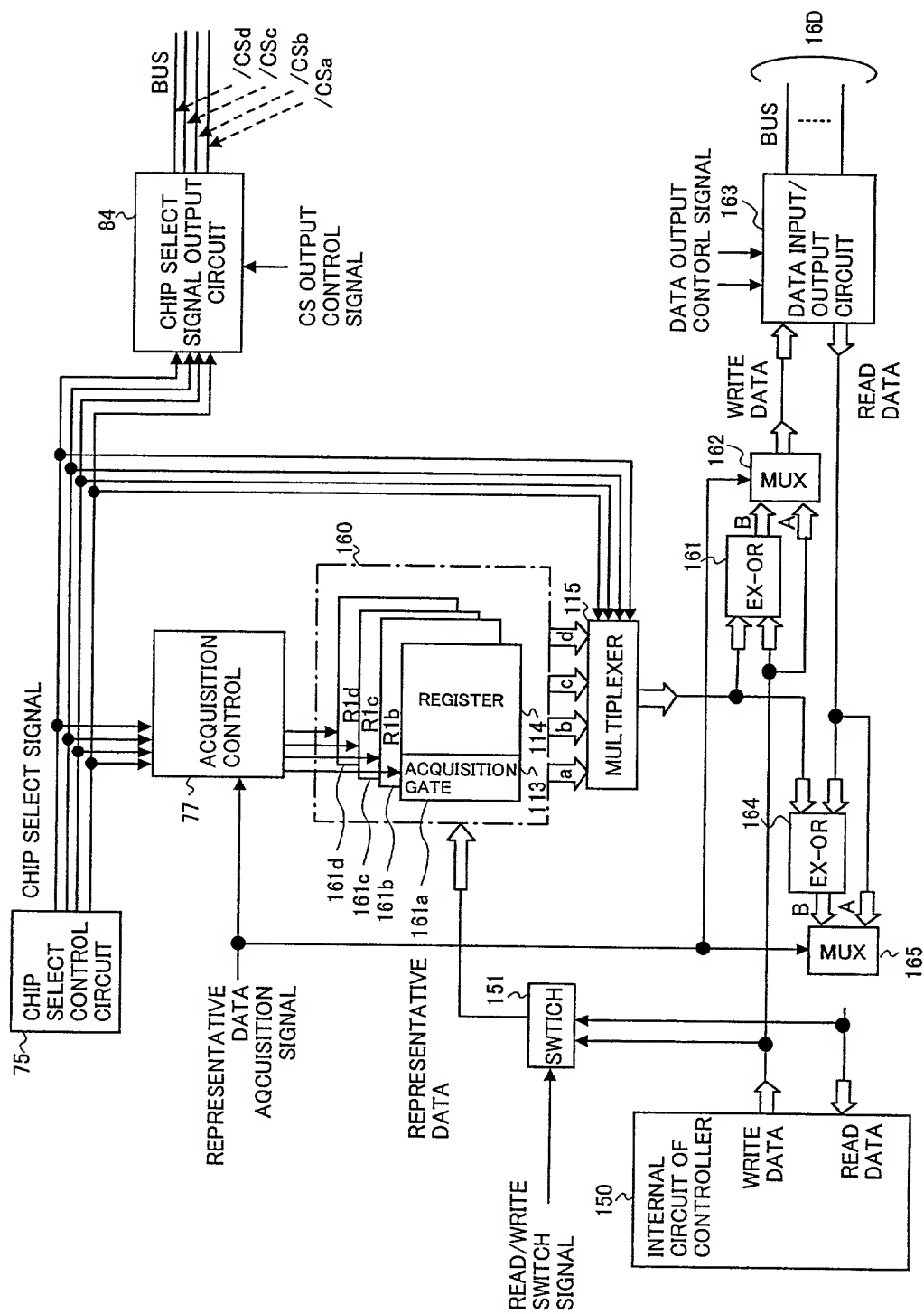
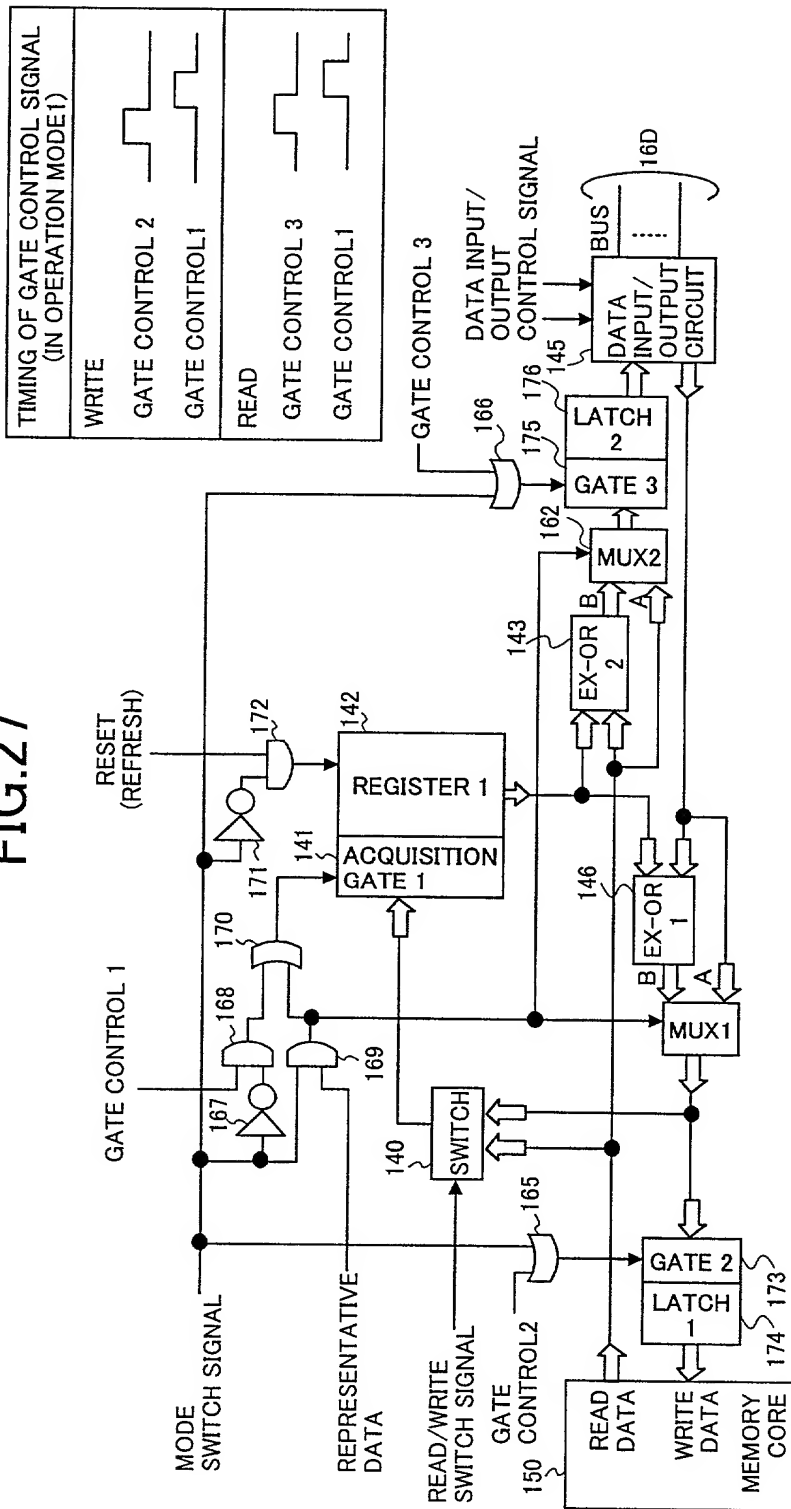
[illegible]

FIG. 27



OPERATION MODE 1
(CORRESPONDING TO FIRST PRINCIPLE)

MODE SWITCH SIGNAL = LOW
ACQUISITION GATE 1: CONTROLLED BY GATE CONTROL 1 SIGNAL
MUX1, MUX2: INPUT B IS SELECTED (FIXED)
GATE 2: CONTROLLED BY GATE CONTROL 2 SIGNAL
GATE 3: CONTROLLED BY GATE CONTROL 3 SIGNAL
REGISTER 1 IS RESET IN RESPONSE TO REFRESH

OPERATION MODE 2
(CORRESPONDING TO SECOND PRINCIPLE)

MODE SWITCH SIGNAL = HIGH
ACQUISITION GATE 1, MUX1, MUX2: CONTROLLED BY REPRESENTATIVE DATA ACQUISITION SIGNAL
GATE 2, GATE 3: OPEN (FIXED)
REGISTER 1 IS NOT RESET IN RESPONSE TO REFRESH